

# HE-MAN THE BEGINNING: PART ONE

## BROADCAST SCRIPT- 07/26/02

FADE IN:

### EXT. HALL OF WISDOM - DAY

WIDE ANGLE - EST. THE Gleaming White EDIFICE of the Hall of Wisdom. <<PLOT POINT: THERE IS A UNIQUE, IDENTIFIABLE TREE OUTSIDE THE HALL and UNIQUE ROCK FORMATION IN THE BACKGROUND.>>

TIGHT ON FEET, SWORDS MOVING BRISKLY - CAPTAIN RANDOR urgently approaches the door, followed by his men (younger versions of MAN-AT-ARMS (sans mustache), RAM-MAN, STRATOS (sans beard), and MEKANEK). 2 white cloaked GUARDS outside the door try to stop him. <<THE landmark TREE is seen in the near b.g.>>

GUARD #1

Halt! The Great Council...

Captain Randor removes his battle weathered helmet.

GUARD #2

(cowed)..Captain Randor!..

The guards realize who it is and snap to attention --immediately opening the huge white doors...<<dramatic sfx as the massive doors lurch open>>

### INT. HALL OF WISDOM - CONT.

LOW ANGLE ON RANDOR - his steady footsteps echoing thru the vast hall. The walls are cathedral-sized with buttresses on either side and huge marble staircases. Large floating crystals illuminate the walls.

WIDE - DOWN ANGLE on the hall. RANDOR urgently strides in -- tracking dirt onto the perfectly spotless marble floor, his men not far behind -- quickly approaching...

THE COUNCIL OF ELDERS - a semi-circle of nine ethereal-looking multi-ethnic elderly men (bearded) and women in white robes. COUNCIL MEMBER #1 nods sagely, not at all surprised by the intrusion.

Randor kneels in front of them. His men kneel about 15 feet behind him.

ELDER #1

Ah, Captain Randor.

RANDOR  
(quick, urgent) Please forgive the intrusion. Keldor  
and his forces are moving on the capital.

Council Members react unfazed. They nod and speak as if of one mind.

ELDER #1  
Yes... we know. We were just discussing how--

Randor interrupts, adamant, incredulous.

RANDOR  
You know?! You must evacuate! If Keldor's forces  
breach the Hall of Wisdom, you will be vanquished  
and all the power of Eternia will be his!

In the NEAR DISTANCE, we HEAR the first sounds of approaching forces and a battle.  
RANDOR reacts.

Council Members remain calm and unfazed.

ELDER #2(FEMALE)  
Your forces shall defeat him...

ELDER #1  
...and you, Randor, as King, shall rule Eternia in our  
place.

RANDOR is taken aback. Sounds of battle draw closer.

RANDOR  
King? I'm merely a soldier...

A WALL of the Great Hall is hit by a BLAST <camera shake> A CRACK appears and  
veins up the wall <sfx>. RANDOR looks over alarmedly...

...then turns to the council but he's blinded and knocked back by a white light emanating  
from where they stood.

RANDOR (CONT'D)  
Ahhhh....!

HIGH ANGLE - A falcon (ZOAR) perched upon the rafters of the great hall looks on -  
the white light reflected on its face.

The white light coming from the elders stops. The elders have vanished. He pauses, unsure of what just happened. But his wondering is interrupted by the <sfx> of...

WIDE - THE WALL again gets blasted from the outside, and starts to crumble.

MAN AT ARMS rushes in with his men to take positions beside Randor.

MAN AT ARMS  
(bellows) Battle positions!

His special battle armor engages and rapidly expands over his body -- his faceplate springs out - cool SFX.

WIDE ON KELDOR'S FORCES <EVIL-LYN, TRAPJAW, BEASTMAN, MERMAN and TRI-KLOPS -younger more human designs of Evil-Lyn, Trap Jaw and Tri-Klops-> come charging in, thru the breached wall. They square off before them, framed by the hole in the wall.

KELDOR'S FORCES  
<Battle cries>

MAN AT ARMS, RAM MAN, STRATOS and MEKANEK start to engage them in battle.

Amid the smoke and DEBRIS, KELDOR comes flying in thru the breached wall, riding on his FLYING SLED. He hovers above Randor, calls down:

KELDOR  
How long I've waited for this, Randor.

KELDOR flying, duels down at RANDOR, who parries with his sword, though clearly at a disadvantage against the airborne Keldor. In the b.g. MAN AT ARMS et al, battle the other evil minions.

KELDOR/RANDOR  
<GRUNTS>

KELDOR swoops, swinging his BATTLE SWORD. RANDOR backs up, climbing a great white marbled stairway, dueling backwards all the while...until...



At the top of the staircase - BEASTMAN swoops in, atop a mighty Griffin, cutting off Randor's path. The massive Griffin rears back and screeches <Cool animal SFX> Randor has nowhere left to go...

KELDOR

Wha--?

BEASTMAN

<deep beastlike gloating CHUCKLE>

KELDOR smirks and comes swooping in on his sled...

RANDOR - between a rock and a hard place, leaps onto the marble rail of the stairway and then into the air...as KELDOR REACTS surprised....

KELDOR

Wha--?

KELDOR puzzled, turns on his flying sled. Where is RANDOR?

REVEAL RANDOR - hanging from a floating Crystal Light fixture <<design TBD>> illuminating one of the Hall's lower ceilings. He LEAPS...

RANDOR

<leaping GRUNT>

ANGLE...blindsiding KELDOR and knocking him off his perch....

KELDOR

Ooomph!

KELDOR hits the stairway and rolls down. In the course of this, Keldor loses his sword.

KELDOR (CONT'D)

<Impact, rolling GRUNTS> Beastmaaaan!

BEASTMAN is about to swoop in to help, when STRATOS flies in and engages him in combat.

AT BOTTOM OF STAIRS - Keldor is on the ground in a vulnerable position, weaponless, seemingly vanquished, as RANDOR approaches.

RANDOR

It ends here, Keldor.



KELDOR  
(feigned defeat) It would appear so...

KELDOR suddenly gets an evil, sly look. A canister extends from a secret compartment on his lower back into the palm of his hand <<sfx click>>-- inside is GLOWING, MAGIC-IMBUED LIQUID. RANDOR does not see this.

KELDOR (CONT'D)  
But appearances can be deceiving.

As Keldor says "appearances" his pupils flash red.

OVERCRANK/SLOW MOTION - Before Randor can react, Keldor flings the cannister at Randor's face.

RANDOR REACTS alarmed, but with quick reflexes - he brings his arm back as a shield rapidly expands from the armor on his wrist (same way Man-At-Arms' shields extract).

RANDOR swings his shield towards the incoming cannister with back-handed force, BURSTING the cannister and sending broken bits of cannister and liquid back TOWARDS Keldor with extreme force.

ZOOM ON KELDOR - the elements heading for him.

WIDER - The materials hit Keldor's face, enveloping his head with a hissing glow of magic energy. ACIDY HISS.

KELDOR (CONT'D)  
Aggghhh!

Keldor holds his face...as Randor stands over him.

RANDOR  
In the name of Eternia, I arrest you for crimes  
against the...

KELDOR  
My face...

Suddenly, <<animal roar sfx>> from behind RANDOR, BEASTMAN zooms in on his GRIFFIN, knocking Randor down and snatching KELDOR (Keldor's face remains covered in the hissing magic goop).



RANDOR (CONT'D)

No...

WIDE - BEASTMAN, with KELDOR in tow, flies over the evil forces, who are fighting Man At Arms and his men.

TRAP-JAW <<more human design>> looks up and sees this as he trades blows with ROBOTO.

TRAP-JAW  
(bellows) Retreat!

ANGLE - On the minions looking around then, successive tight shots as each of the minions realizes their leader is fallen.

WIDER the forces of Keldor retreat thru the breached wall.

MAN AT ARMS hurries up to RANDOR.

RANDOR  
Pursue them.

MAN-AT-ARMS nods.

FOLLOW MAN-AT-ARMS as he hurries out the breached wall, followed by his men.

RANDOR - alone in the Great Hall, amid the smoke and debris...looks around puzzled, calls out:

RANDOR (CONT'D)  
Council Members...?!

O.S. FEMALE VOICE (SORCERESS)

Gone... Your men shall succeed in pushing the forces of evil back to the Dark Hemisphere. Peace will come to Eternia, but only for a time...

RANDOR looks for the source of the voice. It's everywhere and nowhere. (It's ZOAR, but we don't know who she is yet.)

O.S. FEMALE VOICE (SORCERESS) (CONT'D)

Your men shall succeed in pushing the forces of evil back to the dark hemisphere. Peace will come to Eternia. But only for a time...

RANDOR - As these words sink in.

RANDOR

And then?

O.S. FEMALE VOICE (SORCERESS)

A hero shall emerge to protect Eternia.

Randor's puzzled, calls out:

RANDOR

How...will I know this hero?

No answer, just the SFX fluttering of falcon wings.

WIDE DOWN ANGLE on RANDOR as he calls out again:

RANDOR (CONT'D)

How will I know this hero?

DISSOLVE TO:

**EXT. PALACE COURTYARD - YEARS LATER - DAY**

PRINCE ADAM, 16 years-old, gets knocked backwards into a mud-patch and lands on his butt. <NOTE: They're in a raised, terraced courtyard, that has 20 ft tall STATUES OF ELDERS (the same elders from the first scene) lining the perimeter. Behind one row of statues is a wall, behind which is a steep drop.>

ADAM

Ooomph.

TEELA (OS)

<laughter>

WIDEN TO REVEAL - He's been knocked back on his butt by TEELA, 16-year-old warrior girl.

TEELA (CONT'D)

I guess I should take it easy on you, Prince Adam –  
After all, it is your birthday.

ADAM, with a playful glint in his eye, jumps back up, ready to continue jousting. (est. him as playful, irresponsible.)

ADAM

Don't do me any favors, Teela.

ADAM and TEELA continue sparring, pugil-jousting.

ADAM/TEELA

<grunts>

MAN AT ARMS observes them with a wry look. CRINGER looks on. MEKANEK comes up beside them.

MEKANEK

(impressed) Teela sure can joust.

MAN AT ARMS

She's come a long way.

ON ADAM and TEELA, jousting. Teela taunts him.

TEELA

Maybe if you'd paid more attention to my father's training, you wouldn't have fallen for the oldest trick in the book.

ADAM

I've got a few tricks of my own.

ADAM pulls out a small disk and tosses it down - & it transforms into a flying platform. He leaps on it.

ADAM (CONT'D)

New ride.

TEELA whips out a similar disk and leaps on (as it transforms) and takes off after him in one fluid motion - she has this mastered.



TEELA  
(giggle) Me too.

ANGLE - As they circle around each other on the flying platforms, TEELA pushes a button on her seemingly low-tech pugil stick, transforming it into a HIGH-TECH LANCE.

TEELA (CONT'D)  
Upgrade.

ADAM, with a sly look, does the same.

ADAM  
(smirk) Me too.

WIDE- They joust, each aboard their flying, hovering platforms. COOL SFX OF HIGH TECH LANCES fighting.

ADAM scores a hit and knocks TEELA off-balance. He speeds by her and pivots so he is traveling backwards preparing for his next pass.

ADAM  
Watch and learn.

TEELA  
Hey, behind you!

ADAM smiles, slyly.

ADAM  
Yeah. Like I'm gonna fall for--

But Teela's not kidding and ADAM'S PLATFORM WHOMPS into a STATUE OF AN ELDER...sending Adam hurtling off his platform and sailing thru the air...over the courtyard wall.

ADAM (CONT'D)  
Ommpphh...Eyaaahhhh...

MEKANEK REACTS alarmedly, shoots his neck up into the air to see over the wall.

MEKANEK  
Prince Adam!

CRINGER covers his eyes.

UP ANGLE - On ADAM as he falls toward camera. (as if the camera were at the ground pointed up) Suddenly a feathered blur FLIES PAST CAMERA.

BACK ON SCENE- A BEAT, then from behind the wall we see a flying STRATOS emerge with Adam safely in tow. He glides over the tops of the statues and down to the group.

STRATOS

Are you alright?

ADAM - a bit sheepish, as STRATOS places him on the ground.

ADAM

(sheepish) Uh, yeah. Thanks, Stratos.

MAN AT ARMS approaches Adam. Teela is behind him.

MAN AT ARMS

(sternly) You need to work harder on your fundamentals, Adam. Even the Prince needs to train.

TEELA smirks.

ADAM rolls his eyes, then pooh poohs the idea.

ADAM

Come on guys, lighten up. All this "battle training" is just fun and games.

MAN AT ARMS

Prince Adam. Should the forces of evil attack...

Adam makes a face.

ADAM

(interrupts) What forces of evil? My father and the defenders drove them away years ago. They're history.

ON MAN AT ARMS - he furrows his brow, grimly, not so sure.

MAN AT ARMS

Perhaps.

**EXT. SNAKE MOUNTAIN - SAME TIME**

ON the colossal MYSTIC WALL looking at it from the light hemisphere - fertile plants, blue sky, etc..- It stretches to the heavens (no top to it - keeps going). CAMERA PUSHES IN RIGHT THRU THE WALL to the dark side...dark skies, lighting dots the horizon...the camera then rapidly moves over harsh volcanic terrain...past erupting volcanoes...then over harsh black sand dunes that project huge balls of flames into the air which shoot past the camera. The camera finally slows as we reveal...

...THE DARK, OMINOUS SNAKE MOUNTAIN in all its glory - Blood Falls cascading from beside it, into a jagged spiked basin. Two winged creatures fly near the top.

**INT. SKELETOR'S SNAKE MOUNTAIN LAIR- CONT.**

EST. the foreboding lair of Skeletor. Gothic. Ominous. Dank and dark. Boney furnishings. Stalactites and Stalagmites. Lava flowing in cracks and crevices.

EVIL-LYN enters the lair from a hallway, just as...

BEASTMAN enters lumbering in like a huge gorilla...with a TWO HEADED SLIMY WORMESQUE CREATURE, resembling something out of "Alien," curled about him lovingly. EVIL-LYN glances at the hideous pair.

EVIL-LYN  
Must you bring vermin in here?

BEASTMAN  
It's not vermin, Evil-Lyn. It's an eckto-eel.

EVIL-LYN  
Actually, I was talking to the eckto-eel.

TRAPJAW - enters from another doorway. He's oiling his "Jaws of Death" appendage as if he were the Tin Man. A gigantic hook mechanically transforms into a huge claw.  
<<mechanical sfx>>

The doomseeker hovers into the hallway followed by Tri-Klops. They join the group as they all head for the inner sanctum, the throne area, of the lair.

TRI-KLOPS

What does he want now?

TRAPJAW

I hear he's come up with a device to destroy the mystic wall.

BEASTMAN is in front of the group as they enter the inner throne room. He is looking back to TRAP-JAW just as they enter.

BEASTMAN

Yeah, Like I never heard that one before.

BEASTMAN suddenly gets blasted by a ray from OS and thrown into a wall with a huge THUD.

BEASTMAN (CONT'D)

<Animal growl SFX> Agggghh!

OTS SKELETOR - on his grandiose boney throne. The HUGE ferocious PANTHOR sits at his side <<NOTE: We only see Skeletor (formerly Keldor) from the rear at this point>>. We see that the RAY is being emitted from his HAVOC STAFF.

SKELETOR

What was that, Beastman?

ON BEASTMAN - pained by the blast.

BEASTMAN

(pained) Nothing.

OTS SKELETOR - still not seen from the front. FROM THE SHADOWS, PAST HIM - we see: WHIPLASH enters, carrying a machine on his massive reptilian tail. CLAWFUL follows, uses his massive claw to remove the machine and set it down in the area between the Evil Warriors and Skeletor.

SKELETOR

So many years, so many failures. But at last, I have the key to success...

THE MACHINE - looks like a futuristic interpretation of something H.R. Giger might design: heavy nickel plating, boney vertebra-like framework, gauges galore. WHIPLASH & CLAWFUL then exit scene.

FAVOR TRAPJAW - as the LORDS study the machine.

TRAPJAW

What is it?

OTS SKELETOR -

SKELETOR CONT.

This device is designed to cause a massive earthquake...strong enough to breach that cursed Mystic Wall.

TRI-KLOPS fiddles with some buttons on it

BOOM a bolt of energy from Skeletor's Havoc staff knocks TRI-KLOPS into the wall

TRI-KLOPS

Aggghhh...

SKELETOR CONT.

Don't touch! (beat) It lacks a crucial ingredient. The coradite crystal from the deepest reaches of the Sea of Rakash. It's taken two years to locate, but any moment now...

<<burble sfx>>

HE looks over at...

A MURKY POOL in the corner of the lab...BUBBLES start to form in it...

SKELETOR (CONT'D)

Ah.

MER-MAN suddenly rises out of the pool...covered with seaweed and murky icky goop. EVIL-LYN winces at the sight and the odor wafting off of him. He bows to Skeletor and lifts a goop covered CRYSTAL.

MERMAN



As promised --.

EVIL-LYN

(interrupting with disgust) Two years to find a crystal. You could have taken an extra ten minutes to clean up.

MERMAN climbs out, crosses to SKELETOR, who looks at the slime-covered crystal with an imperial eye. Merman realizes, quickly "cleans" it, by rubbing it on Beastman's fur.

BEASTMAN

(pissed) Hey.

Skeletor then takes the crystal, CROSSES to the device and INSERTS it into an appropriate opening.

DRAMATICALLY - The crystal glows emerald green and the device HUMS and seems to almost come alive, as if a battery had been inserted. Purple lights glow from various nozzles. Steam emits from beneath it.

SKELETOR

Once I obliterate the mystic wall, I will hunt down and destroy the accursed Elders. The power of Eternia will finally be mine! <cackles>

PANTHOR

<loud roar SFX>

**END ACT I**



## **ACT TWO**

### **EXT. PALACE OF ETERNIA - SOON**

PUSH IN...Mid-day at the Palace of Eternia. We hear BAD DISCORDANT MUSIC.

INT. PALACE OF ETERNIA - CONT.

PAN - CELEBRANTS assembled for a party (the Prince's birthday). END PAN ON MAN-E-FACES and BUZZ-OFF holding their ears, frowning, turning away from the source of the DISCORDANT AWFUL MUSIC.

REVEAL - ORKO has a magic combo of 3 eternian instruments floating in the air, which he's playing by magic. The music is painfully awful.

RAM-MAN crosses to ORKO.

RAM MAN

I'm beggin' you, Orko. It's givin' me a splittin' headache.

ORKO perks up, waves his hand & the INSTRUMENTS disappear.

ORKO

<giggle> Not a music lover, huh Ram Man? Okay.  
How about something with more pizazz?!

ORKO grabs a PUDDING off of a passing tray carried by a WAITER.

ORKO (CONT'D)

(calls out to celebrants) For your entertainment and amazement, I will turn this simple pudding into a -

ORKO waves his wand over the pudding. It starts to twitch, throb, change color and grow...ORKO reacts alarmedly.



ORKO (CONT'D)

Uh oh. Wrong spell.

CRINGER, Adam's pet cowardly tiger, gets freaked and dives under a piece of furniture. We hear an OS MINI-EXPLOSION.

CRINGER

<freaked yelp>

REVEAL - ORKO is now covered with pudding goop. A beat, then he licks it SLURRRP! and perks up.

ORKO

SLURP! Mmm. Trollan Tapioca.

AT THE THRONE AREA - Marlena accepts a beverage from a servant.

MARLENA

What a wonderful celebration.

A clearly annoyed Randor waves the servant away.

RANDOR

(irked, with an edge) It would be more wonderful if Adam would honor us with his presence. It is his party.

The doting Queen Marlena (Adam being the apple of her eye) is trying to keep him calm.

MARLENA

Oh, Randor. I'm sure he'll be along any minute. He's probably taking extra care in dressing for the occasion.

TEELA enters thru the door open. She dryly indicates that someone is following behind her.

TEELA

Found him.

ON CELEBRANTS as they see ADAM entering.

CELEBRANTS

<walla: the Prince, here he is, cheers>



ADAM yawns, as he enters. His shirt is untucked. His clothes wrinkled. He has "bed head" hair.

TEELA  
(dryly) He was napping in the stables.

ADAM  
<LAZY YAWN>

THE KING glowers, disapprovingly. MARLENA smiles thinly at her husband.

ON ADAM - smiles sleepily as CELEBRANTS shake his hand and pat him on the back.

ADAM  
Didn't miss the cake, did I?

**EXT. MYSTIC WALL - SAME TIME**

WIDE - The area is rocky and arid, with volcanoes in the b.g. and <STEAMING> pools of lava all around. The colossal Mystic Wall stretches as far as the eye can see on the horizon and to the dark sky.

CLOSER - WHIPLASH and CLAWFUL stand at the base of the MYSTIC WALL with Skeletor's machine planted at its base. CLAWFUL scratches his head with his claw.

CLAWFUL  
Hey... It's not workin'.

WHIPLASH dumbly nods in agreement.

TRI-KLOPS enters, his DOOMSEEKER hovering close by.

TRI-KLOPS  
(dry) Try pushing the button.

CLAWFUL and WHIPLASH exchange a dumb look.

CLAWFUL  
Oh yeah,yeah... the button right.

Clawful pushes a button on the side of the device with his huge claw.

The machine starts to engage and shake. Soon, the ground too starts shaking. Smoke rises from the device as it makes SCARY, OMINOUS SOUNDS....

<<SUBTLE CAMERA SHAKES>>

WHIPLASH shoots CLAWFUL and TRI-KLOPS a glance.

WHIPLASH

Ah... Maybe we shouldn't stand so --

ON THE THREE - The device suddenly emits a massive visible SHOCKWAVE (BIG camera shake) hurtling the three of them (and the doomseeker) up into the air OS.

TRIKLOPS/WHIPLASH/CLAWFUL(PARTIAL OS)

(doppler outgoing) Eyaaaaaaaaaaaaaaaa.....

The camera quickly TRACKS away from the device (and the wall) for a few beats...when all of a sudden they land in the extreme f.g. with resounding thuds.

TRIKLOPS/WHIPLASH/CLAWFUL (PARTIAL OS)

(CONT'D)

(doppler incoming)...agggghhhhhh...Oooomph!

CUT TO:

**INT PALACE OF ETERNIA - SAME TIME**

PAN THE ROOM - Birthday celebration in full swing.

Orko and Syclone push a huge white birthday cake on a hover-platform towards the Prince's table.

WIDE - All of a sudden, the Palace SHAKES as an Earthquake rolls across Eternia. VARIOUS CELEBRANTS panic.

CELEBRANTS

<WALLAS of shock, fear and confusion>

The earthquake stops.

PAN across room -- everyone is OK. They calm down.

CELEBRANTS (CONT'D)

<calming down WALLAS>

TIGHT UPSHOT ON RANDOR

RANDOR





It's all right... Just a small tremor. Nothing to worry about.

CUT TO:

**EXT. MYSTIC WALL - CONT.**

POV - A faint beam of light on the surface of the Mystic Wall...revealing a HAIRLINE THIN FRACTURE above the remnants of the device. The thin fracture GLOWS neon green in the beam, as if being x-rayed.

REVEAL the beam is being emitted from TRI-KLOPS's DOOMSEEKER, a hovering silver orb with small chrome fins and a glass optical sensor.

TRI-KLOPS

Ha! See that? My doomseeker detected a crack.

CLAWFUL

(unimpressed) A crack?! Big deal. We were supposed to knock it down.

WHIPLASH nods in agreement. At the same time, a shadow falls over the three of them.

REVEAL - Skeletor has arrived on his Battle Chariot being drawn by two SKELETAL RAMS. Steam blows out of their nostrils - their red eyes glowing. Panthor and Mer-Man are beside him on the platform. The other Evil Warriors (except for Beastman) arrive as well.

SKELETOR

Fools. A single crack is sufficient to weaken the wall. Now we know where to apply the pressure!

TRAPJAW

Let me at it!

TRAP-JAW - pounds away at the fracture with his mechanical claw. A few pieces fall off, there are too many layers to really put a dent in it. TRI-KLOPS joins in.



TRI-KLOPS <BLASTS> at the small crack, shooting out a RED RAY OF LIGHT from the middle section of his GLASSES. More pieces fall off, but not much damage is done. A beat then:

Suddenly the ground under Trap Jaw and Tri-Klops begins to SHAKE and RUMBLE.

BEASTMAN - charges in, atop a HUGE RHINO LIKE CREATURE...using the horn of the animal like a battering ram.

BEASTMAN  
Coming through!

Trap-Jaw and Tri-Klops quickly move away from the crack.

The creature hits the wall with tremendous force. The ground shakes. Beastman and the creature continue to push on the wall adding cumulative pressure.

REVEAL - the fracture is now wider, but still not wide enough. A confident Evil-Lyn approaches.

EVIL-LYN  
Step aside, boys...

EVIL-LYN - places a hand on each side of the crack.

EVIL-LYN (CONT'D)  
A change is at hand, may this wall turn to dust, its utter destruction an absolute must!

A VOLCANIC FISSURE - shoots up like a GEYSER, engulfing the crack with high intensity magma. But when the orange-hot molten rock subsides, the crack is larger still.....

PAN TO SKELETOR

SKELETOR raises his HAVOC STAFF aloft. Its EYES BEGIN TO GLOW WITH POWER...

SKELETOR  
Behold!

Pulsating red hot, the HAVOC STAFF SHOOTS OUT a BEAM OF ENERGY into the crack.



THE MYSTIC WALL - <IMPLODES> (think an atomic sub being destroyed) then suddenly <BLASTS> apart <CAMERA SHAKE> almost like an atomic cloud apart sending debris everywhere as well as bolts of electricity <CRACKLE>.

ON GROUP - SKELETOR LAUGHING As HUGE SHARDS and DEBRIS RAIN DOWN, eclipsing CAMERA. It's a dramatic moment.

### **EXT. MYSTIC WALL - CONT.**

CLOUDS OF FIERY SMOKE arise from the RUBBLE and SHARDS. The remains of what was once the Mystic Wall. HOLD A BEAT, then...

SKELETOR and the Evil Lords emerge from the smoke and step onto the fertile soil of the "Light Hemisphere" of Eternia.

SKELETOR

<evil laugh>

SKELETOR turns to Beastman, with an evil determined look:

SKELETOR (CONT'D)

Summon the steeds!

SPINNING SWORD  
TRANSITION:

### **EXT. CASTLE GRAYSKULL - SAME TIME**

ZOAR THE FALCON circles above CASTLE GRAYSKULL, keeping her watch.  
<NOTE: Castle Grayskull is located atop a cliff in rocky, inhospitable terrain.>

She sees: in the distance, a gathering of DARK CLOUDS.

CLOSE ON ZOAR THE FALCON - a worried look in her eye.

### **EXT. LIGHT HEMISPHERE - SAME TIME**

AN ETERNIAN MOUNTAIN RIDGE topped by DRAMATIC CLOUDS. Suddenly, breaking thru the clouds: SKELETOR & MINIONS riding atop flying TERRORDACTYLS. They come FLYING PAST CAMERA. Dramatic. Scary. <Looks like the ominous helicopter attack in "Apocalypse Now">. MUSIC: Wagner-ian. A Terrordactyl face comes right into camera -- teeth sharp and spikey.

WIPE TO:

**INT. PALACE - SAME TIME**

CLOSE ON MAN-E-FACES green monster face -

MAN E FACES (MONSTER FACE)  
(Monster voice) Grrrrr...Roarrrrrr

WIDE ON ORKO AS HE WEARS A KNIGHT's Helmet and lunges a brown wooden sword towards MAN-E-FACES who growls with his arms above his head in classic Monster stance as the two of them circle each other in front of a small crowd.

ORKO  
(mock hero voice) Back! Back! Evil beast. I will not  
let you harm the Princess. Ha! Ho! Ha!

CELEBRANTS

<walla>

A SMALL CROWD OF CELEBRANTS laugh (ADAM and TEELA are among the crowd).

MAN-E-FACES in Mid-Monster Stance and Mid-Growl, abruptly spins his face to the Human face, stands upright and addresses the crowd.

MAN-E-FACES  
And now we need a Princess. Are their any  
volunteers?

PAN ACROSS THE CROWD. Everyone looks around shyly.

MAN-E-FACES (CONT'D)  
Anyone?

HIS FACE SPINS FROM HUMAN TO ROBOT

MAN-E-FACES (CONT'D)  
(electronic robot voice) Anyone?

ADAM grabs TEELA'S arm and raises it as he pushes her forward

ADAM  
TEELA will do it! She'll make a great Princess!



(beat) As TEELA registers this. THEN In one fluid motion TEELA takes ADAM's arm (that is still holding hers) and twists it back around behind him as if she were about to make him say "uncle".

TEELA  
Damsel in distress I am not!

Lighthearted painful expression on ADAM's FACE.

ADAM  
Ok! ok! Not the Princess!

PAN to MEKANEK and RAM-MAN nearby, laughing.

ON MAN AT ARMS who chuckles at the scene. Suddenly his demeanor changes as he gets a telepathic message:

SORCERESS (VO)  
Man at Arms...

MAN AT ARMS looks surprised. With a forced smile, he steps away from Syclone.

MAN AT ARMS  
(hurriedly) Excuse me.

MAN AT ARMS steps aside, a serious look on his face.

SORCERESS (V.O.)  
You must come to...

CUT TO ACROSS THE ROOM - In b.g., Man at Arms is receiving his message telepathically and nods. RACK FOCUS to f.g. Orko is wearing a veil and pretending to be a Princess...

ORKO  
(bad female voice) Sir Orko, you are my hero...

ORKO's veil transforms back into the wooden armor as he levitates into the other position.

ORKO (CONT'D)  
(Attempting a heroic voice) Oh really? You think so? that's really nice of you to say. It really was nothing...

NEARBY MAN-E-FACES MONSTER FACE rolls his eyes as Orko keeps talking.



MAN-E-FACES  
(monster voice) groan

ADAM and a few others watch this, amused.

Man-At-Arms urgently approaches Adam, pulls him aside:

MAN AT ARMS  
I need to speak with you.

ADAM  
Uh, sure..

MAN-AT-ARMS and ADAM step onto a balcony with a cool shot of Eternia in the background.

MAN AT ARMS  
I need you to accompany me to Castle Grayskull.  
Immediately.

ADAM  
Castle Grayskull? That broken down...

MAN AT ARMS interrupts as he leads the way out:

MAN-AT-ARMS  
You'll understand when we get there. Quickly.

ADAM follows, puzzled, but then gets a sly look.

ADAM  
(sly) Oh I get it. You've cooked up some kind of  
birthday surprise.

SPINNING SWORD  
TRANSITION:

### **EXT. PALACE GROUNDS - SOON**

MAN AT ARMS and ADAM fly off on Sky Sleds towards the forest and the mountains beyond.

### **EXT. VILLAGE, OUTDOOR BAZAAR - SAME TIME**

A terrified VENDOR is held up in the air by a mechanical arm. We are at the former site of the Hall of Wisdom <<which can be IDENTIFIED BY THE SAME LANDMARK

TREE and ROCK FORMATION WE SAW IN THE OPENING>> now an outdoor bazaar. The VENDOR is by his stall, which has pottery, herbs, etc.

VENDOR  
<Fearful WHIMPERS>

REVEAL - it's Trap-Jaw's arm, and Skeletor is interrogating the Vendor with Beastman standing ominously behind him.

SKELETOR  
Where is it?

VENDOR  
Please... I'm just a merchant. I don't know what you're-

TRAP-JAW's CLAW tightens a few clicks <<SFX like lap bar on roller coaster tightening>>

We see the landmark TREE behind SKELETOR.

SKELETOR  
--The Hall of Wisdom. Where is it? It stood here.  
On this very ground.

VENDOR  
(straining in the vice grip) I thought everybody... It disappeared. Years ago. One day it was here and then vanished.

SKELETOR'S face darkens - he's seething at this unexpected turn of events.

SKELETOR  
And the Council of Elders?

The VENDOR shrugs terrified.

VENDOR (STUDDERING)  
G-Gone..

A TENSE MOMENT...will the VENDOR be killed? Then Skeletor makes a disgusted gesture and Trapjaw throws the useless guy hard into a wall.

SKELETOR looks around, eyes narrowing.

SKELETOR

The "great and powerful" Council of Elders cannot have simply disappeared. I will find them. (scanning the horizon) They're out there somewhere....

**END ACT TWO**

MATTEL

**ACT THREE**

**INT. PALACE - SAME TIME**

PARTY CELEBRANTS are drinking and murmuring happily, then quickly quiet down as there's a TINK TINK. All look towards the Throne.



CELEBRANTS  
<party WALLAS, then quiet down>

RANDOR is standing, tinkering his glass against his throne.

RANDOR  
I'd like to offer a toast to my son Adam on this, his  
sixteenth--

He looks around for Adam... Along with Cringer and everyone else.

MARLENA looks around, then gives an apologetic smile.

THE KING glowers, then addresses the crowd.

KING  
(pissed off) Never mind.

**EXT. EVERGREEN FOREST - SAME TIME**

HIGH ANGLE - On separate Sky Sleds, Man-At-Arms and Prince Adam. They zip along above the treetops of the dramatic Evergreen Forest.

ON MAN-AT-ARMS and ADAM ...as the FALCON (ZOAR) overtakes them, nods down at Man-At-Arms....and leads them in a certain direction...

MAN-AT-ARMS nods and takes the lead sled, a puzzled ADAM following him....

**EXT. CRAGGY TERRAIN - CONT.**

They follow the soaring Zoar into craggy inhospitable terrain. In the distance we see it: CASTLE GRAYSKULL.

**EXT. CASTLE GRAYSKULL - CONT.**

The sleds land before Castle Grayskull. It's big and awesome and cool. But rather rundown and weathered.

ADAM  
So this is Castle Grayskull. (beat) Could use a coat  
of paint.

Man-At-Arms shoots Adam a look.



ZOAR comes flying in....through one of the windows as...THE IMMENSE DRAWBRIDGE creaks and begins to open for the first time in clearly a while. It lands with a <sfx boom>.

Man At Arms starts across the drawbridge. As Prince Adam follows, he looks down to see..on either side of the bridge a bottomless abyss.

Adam follows & enters thru the mouth of the mighty Castle.

**INT. CASTLE GRAYSKULL - CONT.**

There is a mystical ambience inside. <<cool sfx>>

Atop a huge magnificent throne sits Zoar the falcon. A GLOW encompasses her and she TRANSFORMS into The SORCERESS.

MAN-AT-ARMS is unfazed, Adam is stunned.

SORCERESS

Welcome, Prince Adam. I have known that this day would arrive, but did not think it would be so soon.

ADAM feigns jaunty in spite of his shock.

ADAM

Same day every year. Next time I'll be sure you get an invitation...

SORCERESS remains solemn, as does MAN-AT-ARMS.

ADAM (CONT'D)

(to Man at Arms) She's...not talking about my birthday, is she?

MAN-AT-ARMS arches an eyebrow, shakes his head no.

THE SORCERESS waves a hand and a "magic hologram" appears.

ON MAGIC SCREEN - we see a battle from years ago...Keldor's men retreating, as Man At Arms and his men chase them.

SORCERESS (VO)

Many years ago, your father and Man-At-Arms defeated Keldor's forces and drove them back to Snake Mountain, deep within the Dark Hemisphere.



ON MAGIC SCREEN - A younger MAN-AT-ARMS thrusts a gigantic high-tech stake into the ground where the Light Hemisphere meets the Dark. Two beams of energy explode outward along the ground from the device, perfectly separating the two hemispheres. The beams glow brightly as The Sorceress imbues the dividing line with magic energy. The ground shakes and all of a sudden the MYSTIC WALL bursts forth from the ground along the lines of the energy beams. The MYSTIC WALL stretches to the sky.

SORCERESS (VO) (CONT'D)

To insure they remained there, Man-At-Arms and I pooled our resources to create a barrier - the Mystic Wall.

ON MAGIC SCREEN - We see the Council of Elders in a circle on top of the mountain where Castle Grayskull sits. They rise, ghost-like into the air & become pure energy....fusing into a MAGIC ORB that is formed from their joined energies. The clouds roll away directly above the Castle.

SORCERESS (VO) (CONT'D)

But fearing that the evil ones might someday break free...the Council of Elders transformed themselves, together possessing all the power of Eternia...into a magical Orb...

ON MAGIC SCREEN: The top of Castle opens and the ORB descends into it, as lightning strikes all around. The abyss beneath the castle glowing brightly. This is very dramatic. The inside of the castle glows momentarily, like a huge Jack-O-Lantern, then fades.

SORCERESS (VO) (CONT'D)

As Guardian of Castle Grayskull, I was entrusted to watch over the Orb... which lies hidden deep within these walls.

END OF MAGIC SCREEN, which fizzles out.

ON ADAM - he shrugs, forces a smile.

ADAM



Uh-huh. Okay, Thanks. (turns to leave) Nice chatting with-

THE SORCERESS interrupts, as an exasperated ADAM turns back to face her.

SORCERESS

There is more. It was foretold by the council that when the need arose, a hero would emerge, who would do Justis and love kindness and protect Eternia.

ADAM

And here's Man-At-Arms, just in time!

SORCERESS

You are that hero, Prince Adam. You shall be transformed, into a great warrior: He-Man, guardian of the secret of Castle Grayskull and defender of Eternia.

ADAM

(a beat, turns to Man At Arms) She's...kidding, right? Some kinda birthday prank?

MAN AT ARMS shakes his head no.

SORCERESS goes on.

SORCERESS

You see Prince Adam, the forces of evil have breached the Mystic Wall and--

CLOSE ON ADAM -

ADAM

(incredulous, disbelieving) What the Mystic Wall?! Gimme a break. We used that thing for target practice. Couldn't even scratch it.

SORCERESS

I do not think you understand--

ADAM



Look, I'm no "great warrior". I'm just a kid. Besides, what you're saying is impossible. Thanks for the magic show... I've got to get back.

On that, Adam turns like royalty, and walks out.

The Sorceress calmly watches him walk away.

SORCERESS

Prince Adam.

**EXT. CASTLE GRAYSKULL - CONT.**

Adam jumps on his Sky Sled and takes off.

WIPE TO:

**EXT. CRAGGY TERRAIN - CONT.**

ADAM is on his SKY SLED, flying thru the trees,

ADAM

(to himself)...Talking falcon telling me some crazy story...

**EXT. EVERGREEN FOREST - SOON**

THE SKY SLED flies between the treetops.

Adam sees smoke up ahead as he nears the edge of the forest.

ADAM

<shocked GASP!>

REVEAL - The Palace lies in ruins.

ON ADAM'S FACE...shock and alarm, as we...

**END ACT THREE**

TEASE FOR THE SECOND PART OF THE THREE PART ORIGIN STORY -

30 - 45 second tease and the "Message"

**END EPISODE ONE**

